

AMIGA CD³²

Commodore



Grandslam Gamer Gold Collection



GRANDSLAM GAMER GOLD COLLECTION

Welcome to the Grandslam Gamer Gold Collection instruction manual!

Gamer Golds are awarded to games which score 90% or over in Amiga CD32 Gamer - the world's only monthly magazine devoted to the CD32. Each issue comes packed with news, reviews and playing tips - plus a cover mounted CD with commercial games demos, plus public domain, shareware and even FMV material. If you would like to subscribe to CD32 Gamer, or simply find out more information, call Paragon Publishing on 01202-200200 or 01202-299900

LOADING INSTRUCTIONS

Bump N Burn - Insert the "Gamer Gold" CD into your CD32. Switch on the machine whilst holding down the FAST FORWARD (middle) button on your Joypad.

Jetstrike - Insert the "Gamer Gold" CD into your CD32. Switch on the machine whilst holding down the BLUE button on your Joypad.

Nick Faldo's Championship Golf - Insert the "Gamer Gold" CD into your CD32. Switch on the machine whilst holding down the RED button on your Joypad.

BUMP N BURN GAMEPLAY INSTRUCTIONS

The speed! The thrills! The spills! Glory goes to those who survive the ultimate racing experience... The Bump N Burn Championships!

Staged on the racetracks and roads of Toonia's seven kingdoms, the event is a no-holds-barred rumble where the only rule is anything goes! Each of the kingdoms sends it's bravest driver to compete against the ruthless Count Chaos, reigning champion and winner of all previous Bump N Burn tournaments. He will stop at nothing to retain his unbeaten record.

Will you join the ranks of failed challengers or can you dethrone Count Chaos? Speed to succeed!

Options

To select, move the joypad up or down to the required option. Then move left/right or press fire.

Player mode - Move left/right to select. Choose between 1 player full screen, 1 player split screen (with course map) and 2 player split screen for head to head racing!

Speed mode - Move left/right to select. Choose between Learner, Normal or Speed Freak.

Character Selection - Press fire to open the character journal. View each character by moving the joystick and pressing fire. Move left and Right to choose a character without entering the journal. Be sure to choose carefully as each character and vehicle has different characteristics.

Game - Press fire to select and start the game. You will then be asked to choose an area of Toonia to race in. Simply move the selector over the desired area and press Fire. If you race quickly, you may have to wait for other drivers to finish the course before the game is over.

Exit - Press fire to return to the hi-score table.

Vehicle Control

The vehicles are controlled using Joypads or Joysticks.

Action	Joystick Control	Joypad Control
Left	Joystick Left	Joypad Left
Right	Joystick Right	Joypad Right
Accelerate	Fire Button	Red Button
Activate Weapon	Joystick Down	Blue Button
Fire Weapon	Joystick Forward	Green Button
Pause Game	"P" Key	Centre Button / Bar
Escape to Main Menu	ESC Key	Hold Yellow Button for 3 Seconds

All Vehicles are equipped with Radar (visible on your control panel). This shows the position of other racers in front and behind your vehicle. Use the radar when planning attacks on following vehicles.

The Map

You may choose the order in which you tackle each area of Toonia. You must complete all areas to finish the game.

The War Torn City - The home of Colonel Carnage, tanks trundle across the road and aircraft drop bombs overhead. Huge craters scar the landscape and barbed wire fences block the lanes. Above all, avoid the Mines!

The Race Track - Built for speed, this is the domain of Mr. Fabulous. An ideal test-bed for vehicle handling, the track has vast banked curves filled with extra weaponry.

The Frozen Fjords - Eric the Eskimo will feel at home here. Snowballs roll down the road, hopping penguins latch onto your car and patches of ice make the going very slippery indeed!

The Fallen Forest - Trees lie on the road and old cranes swing wildly out of control. The narrow bridges make river crossing perilous. The Buck Tooth Beaver Bros' should enjoy the advantage here.

The Haunted Graveyard - Frank N Steiner come from this part of Toonia. Apart from the various ghouls and spectres, players must avoid the pagan pumpkins and pools of gipper. Make sure you bring a pair of thick brown trousers.

Candyworld - The coolest colour scheme in Toonia awaits visitors to Loretta Lamour's home town. Hairdryers blow you off course, fizzy bottle tops are fired from all angles and bouncy popcorn try to halt your progress.

The Volcano - Home of the Dodgy Dino's, the Volcano is highly active. Watch out for flying fireballs spewed from the Volcano's fiery innards. Prehistoric birds will try to pick up the unwary racer and drop them off the mountain. Rickety bridges cross deep chasms, so don't fall off!

Bonus Items

Star tokens are deposited on certain parts of the course. Drive over them to pick them up. Once collected, the star will change into a random weapon or other useful item. This is displayed on the control panel.

Shot - Supplies 5 shots capable of knocking other drivers off the road. Each character has their own personalised shot weapon.

Beaver Bros' (icon1)	Colonel Carnage (icon2)	Dodgy Dino's (icon3)	Eric Eskimo (icon4)
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Mr. Fabulous (icon5)	Frank N Steiner (icon6)	Loretta Lamour (icon7)
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Homing Shot - Similar to a normal shot in appearance, but tracks the nearest target with deadly accuracy.

Beaver Bros' (icon8)	Colonel Carnage (icon9)	Dodgy Dino's (icon10)	Eric Eskimo (icon11)
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Mr Fabulous (icon12)	Frank N Steiner (icon13)	Loretta Lamour (icon14)
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(icon 15) Oil Slick - Places a patch of oil on the road behind the vehicle. Any vehicle that runs over the oil will skid uncontrollably!

(icon16) Mines - A highly explosive weapon that is detonated by another vehicle running over it.

(icon17) Invulnerability - Magical device that makes the vehicle impervious to attack for a short period.

(icon18) Turbo - Provides a temporary burst of acceleration.

(icon19) Smokescreen - Hinders visibility behind the vehicle when activated.

(icon20) Bump Power - Allows the player to knock other drivers off the track.

(icon21) Wall - A solid wall is placed behind the player, slowing down any vehicle which hits it

(icon22) Super Jump - Allows the player to launch the vehicle into the air, avoiding any obstacles.

(icon23) Invisibility - Makes the vehicle temporarily invisible. This is not the same as invulnerability!

(icon24) Money - Gives the player ten extra coins to spend at the shop.

The Shop

At the end of each race the players may visit Professor Fourstroke McChoke in his vehicle upgrade emporium. Players may soup-up their vehicles in exchange for money collected during the race.

The areas in which you may upgrade your vehicle are as follows:

Tyres - Provides better grip, therefore minimising skids and improving overall handling.

Engine - Increases the top speed of your vehicle.

Acceleration - Increases the rate of acceleration.

Extra Bump Power - Improves car strength and therefore reduces bump damage.

Every time an upgrade is purchased the upgrade power bar is highlighted by one more section. Once the power bar is at maximum, no more upgrades of that kind may be purchased.

The Scoreboard

At the end of each race the scoreboard will be displayed. Points are awarded according to final race position. After all the areas are completed, the contestant with the most points is declared Bump N Burn Champion. WARNING! It is not known how Count Chaos will react if he is subjected to his first ever defeat...



ICON 1



ICON 2



ICON 3



ICON 4



ICON 5



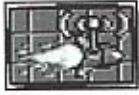
ICON 6



ICON 7



ICON 8



ICON 9



ICON 10



ICON 11



ICON 12



ICON 13



ICON 14



ICON 15



ICON 16



ICON 17



ICON 18



ICON 19



ICON 20



ICON 21



ICON 22



ICON 23



ICON 24



ICON 25

Hints and Tips

- Remember that shot weapons must be activated by pulling back on the joystick, then fired by pushing forward.
- If captured by Prehistoric Birds, Ghosts, Penguins or UFO's, wiggle the joystick left and right to escape.
- If you see any flags on the course, collect them!

JETSTRIKE MANUAL

Loading

Put the CD in the drive and switch on your CD32. You will see the loading screen followed by the intro. To by-pass this press the Red button at anytime.

The Game

In Jetstrike you must stop the devious SPUDD forces by attacking them with your "borrowed" aircraft. Your commanding officer will give your mission objectives - try to complete these without scrapping too many expensive pieces of hardware!

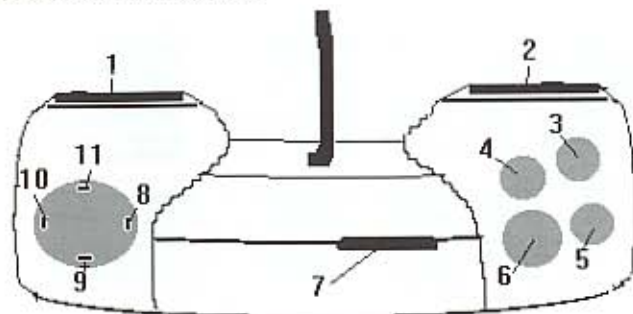
Upon loading Jetstrike you will see the game selection screen, which gives you a choice of four game variants - Practice, Combat, Aerolympics and the Training missions. To select one of these options you must move the pointer other the variant to be played and press the Red Button. There are ten Training missions to choose from - these have been specially designed to help you learn how to fly the various aircraft and to use the CD32 controller to its full potential. After completing these missions you should be ready to start on the next stage and try your hand at the Practice missions. These consist of ten simulated missions in which you will be up against forces similar to those encountered in the combat variant. Once you have made it through this stage (and collected your "I'm-ready-for-anything-that-you-can-throw-at-me-pilots-licence"), brace yourself to confront the forces of SPUD!

The Combat variant of Jetstrike consists of no less than 100 missions. To get to the end of the game you'll need speed, cunning, skill and at least a dash of forward planning. You only have one life and because of this, there's just the merest hint of a chance of your failing at some stage. To help you overcome the frustration that this might cause, a save game option has been provided after approximately every sixth mission. Each time you see one of these you should follow the on-screen instructions and the game will be saved.

Aerolympics has been designed for up to eight players. Here, you and your friends can take it turns to fly ten aeronautical tests against the clock. You can't be killed - but if you crash, fail your mission or run out of time you won't score any points. To add to the challenge you have no weapons (unless specified by the mission), and you get more points for using the more difficult-to-use aircraft. The Options button lets you make a few adjustments to the game:

Quick Mode: When set to YES, will alter the game so that the game will skip directly from screen, without doing any fades or wipes.
The Game Saved option allows you start the game from when you last saved the game.

THE CD32 CONTROLLER



* = Press green button at the same time, this acts as a shift key (or "multi button") and changes the functions of the controls. To change between agile and hover modes press green and down.

Flight Agile Mode.

Helicopter Hover Mode. Air / Weapon Selector

- | | | |
|-----|--|--------------------------------|
| 1. | Throttle Down.
Follow Weapons. | Rotate Left.
Previous Page. |
| 2. | Throttle Up.
Look Around Mode. | Rotate Right.
Next Page. |
| 3. | Fire Left Weapon. | |
| 4. | Multi Button.*See Above. | |
| 5. | Fire Right Weapon.
Auto Throttle on/off. | |
| 6. | Fire Guns. | Select. |
| 7. | Eject. | |
| 8. | Throttle On.
Briefing. | Right. |
| 9. | Rotate Clockwise.
Hover Mode. | Down.
Agile Mode. |
| 10. | Throttle Off.
Smoke on/off. | Left. |
| 11. | Rotate Anti-Clockwise.
Undercarriage up/down. | Up. |

Learning to Fly

The aircraft in Jetstrike fly just like real aircraft (sort of), so the first thing that you will have to do is learn how to fly!

Pushing the CD32 direction pad up rotates the aircraft anti-clockwise. Pushing it down rotates it clockwise. This system may seem a little strange, but once learned it allows you to control the aircraft with an amazing degree of accuracy. Fortunately, you have ten training missions to help you to get used to this system. The aircraft's throttle (speed) is controlled by pressing the pad section left (to slow down) and right (to speed up). (Alternatively, while in Agile Mode, you can use the fwd and rwd buttons on top of the controller.) Probably the most important control (at this stage!) is the

black button (sometimes referred to as "pause", see diagram) - this releases the ejector seat and (usually!) leads you safely away from disaster. To raise or drop the under carriage press green and push up on the pad. The auto throttle option can be toggled on or off by pressing the yellow and green at the same time.

Helicopters are flown differently from the aircraft in this game, but their controls are far easier to use:

Pushing the pad section up makes the helicopter rise and pushing it down makes the helicopter fall. Pushing the fwd and rwd buttons on top of the controller will make the helicopter turn in the direction chosen but will not activate the throttle - this is controlled by pushing left and right on the direction pad.

Some of the helicopters have been designated rescue craft and have a winch that can be used when you are hovering over a rescue site (this is lowered and raised automatically once the helicopter is in place).

Some helicopters have fixed under carriages.

To change your aircraft (or weapons) you should press the yellow button on your CD32 controller plus down. This will take you to the weapon and aircraft option screens. You cannot, of course, change aircraft or weapons in mid-flight!

A Few Tips on Landing and Surviving

Most of the helicopters and light aircraft, as well as the Harrier are able to land on grass, although it must be flat (no craters) and the aircraft will tend to bounce a bit on landing. Amphibious aircraft, such as the Grumman Goose can also land in water so long as the undercarriage is up.

If your undercarriage happens to become damaged you can try to crash land the aircraft, but this should only be attempted as a last resort and should only on flat land or a runway.

Selecting the most the most appropriate aircraft for the job is vital in Jetstrike, especially as the better aircraft are in limited supply. Because of this, you can't use the best aircraft in every mission so you should try to conserve the better machines for when the missions get tougher!

Weapons

There is a wide choice of weapons in Jetstrike ranging from wimpy air mines to area denial weapons such as the JP233. Also included in your armoury are some helpful gadgets such as a camera pod that will take photos of the areas that you fly over and drop tanks that will let your aircraft carry extra fuel for the longer missions. Harry, your trusty mechanic will load his choice of weapons onto your aircraft at the start of each mission. But watch out, his choice may not be yours! You can change them by pressing yellow and down.

Bonuses

Bonuses can be collected after attacking and making an enemy aircraft explode in mid-air. These are of ten different types. Once collected they enable you to either improve your aircraft or your score.

NICK FALDO'S CHAMPIONSHIP GOLF

Upon loading a menu will appear.

PLEASE NOTE: At any time while coaching or during a round of golf you can quit back to the game's title screens by pressing the Top right button.

COACHING

The coaching sessions allow the player to practice skills on particular hazards that will appear during a full game. When you select a hazard, Nick Faldo appears and gives you instructions on what you are expected to do. For further advice, press the Red button when the pointer is placed over the Nick icon.

The hazards you can practice are as follows:

ALL SESSIONS - Practice all of the sessions listed below.

BUNKER PLAY

WATER HAZARDS

PUTTING

FADE + DRAW (See below for details)

WINDY CONDITIONS

A ROUND OF GOLF

To play a round of golf, go to the main options screen and select the bottom option titled A ROUND OF GOLF.

This will take you to the ROUND OF GOLF options screen. On this screen you can customise the kind of game you will be playing. Options are as follows:

STROKE PLAY (1) (2) (3) (4)

MATCH PLAY (1x1) (2x2)

COURSE (1) (2)

SEASON (SPRING) (SUMMER) (WINTER)

(CONTINUE)

STROKE PLAY: The object of stroke play is to complete a round of the course in the fewest strokes possible. The winner is the competitor that completes the course in the fewest strokes.

Press the Red button on the appropriate number for a 1-4 player stroke play competition. The box you have chosen will be highlighted.

The order of play at the beginning of the game is the order the players were selected from the roster. Shots thereafter are played furthest away from the hole. Players not on the green are always classed as being further away than those on the green.

The order of play on subsequent holes is played in order of honour (winner of last hole first, loser last).

MATCH PLAY: In match play, a hole is won by the side/person which holes its ball in the fewest strokes. A match consists of a full round of golf (18 holes) and is won by the side which is leading by a number of holes greater than the number remaining to be played.

If the teams are equal at the eighteenth hole the game goes to sudden death (starting with hole 1).

1x1 is a one on one competition and 2x2 is a competition between two teams of two golfers.

The order of play works in the same fashion as in stroke play except for the fact that a player can swap to his team mate to play first at any time (explained below).

COURSE: Lets you select which course to play. There are two courses supplied with "NICK FALDO'S CHAMPIONSHIP GOLF", course one is selected by pressing the Red button on the "1" icon, course two is selected by pressing the Red button on the "2" icon.

SEASON: Allows you to select which season to play in. The different seasons affect the amount of wind you will have to contend with and how the ball will behave on the ground due to the weather conditions.

The seasons are as follows:

SPRING: Weak wind, wet ground (ball bounces less)

SUMMER: Medium wind, medium ground

WINTER: Strong winds, hard ground

CONTINUE: Press the Red button on this icon to continue to the player selection screen.

PLAYER SELECTION

The **PLAYER SELECTION SCREEN** is used to choose who is playing. There are eight human players who can play. To select one, press the Red button on the relevant "HUMAN (NUMBER)" icon. Repeat this procedure to add more players.

To change the player's name press the Red button on "DELETE", then press the Red button on the player whose name you wish to change. To enter a new name simply enter the letters using the pointer and the Red button. To delete a letter, press the Red button on the "DELETE" box. When finished, press the Red button on the "DONE" box

To select a computer opponent press the Red button on the relevant opponent icon. The players at the top of the screen are harder to beat than players at the bottom of the screen. Nick Faldo is the ultimate challenge - Number 1 at the top of the screen !

Press the Red button on continue to progress to the CLUB SELECTION screen.

CLUB SELECTION

The CLUB SELECTION screen is used to select which clubs you prefer.

Select 13 clubs by pressing the Red button on the name of the clubs. The putter is provided automatically. The red bar next to the club name represents how strong each club is.

You are able also to choose which caddie will accompany you around the course. Each caddie will give different comments/advice as you progress, including sarcastic comments for poor play.

MULLIGAN OPTION

You are also able to select whether you wish to play in AMATEUR or PROFESSIONAL mode. In AMATEUR mode you have a MULLIGAN option. This allows you to retake a shot if you fail on your first attempt effectively letting you learn how to take shots so you can go on to play in PROFESSIONAL mode. After a shot is taken two boxes will appear and you will be asked if you want to play from the NEW or OLD position. Selecting OLD will result in you being able to MULLIGAN and take the shot again, selecting NEW puts you on to your new position so you can proceed with your next stroke.

When you have selected your clubs and chosen your Caddies, press the Red button on the "DONE" icon in the top right corner to progress to the first Tee.

To help you choose your clubs, here is a list of the clubs and the distance they will hit the ball:

1 WOOD 275 yds	1 IRON 235 yds	6 IRON 172 yds
2 WOOD 260 yds	2 IRON 220 yds	7 IRON 160 yds
3 WOOD 250 yds	3 IRON 205 yds	8 IRON 148 yds
4 WOOD 235 yds	4 IRON 195 yds	9 IRON 135 yds

5 WOOD 215 yds	5 IRON 185 yds
PITCHING WEDGE (P/W)	120 yds
SAND WEDGE (S/W)	90 yds

These distances are based on the ball being hit cleanly from a tee, landing and rolling on a fairway with no wind using normal power in good Summer conditions.

PLEASE NOTE :- If you wish you can take less than 13 clubs onto the course if you feel confident enough.

THE GAME SCREEN

In the top left of the screen is the "CONTROLLER" icon. Press the Top left button to change between Joypad and Mouse.

GOLFER DIRECTION

To the right of this are the "CHANGE DIRECTION" icons. These are displayed as two direction arrows, one facing to the left and one facing to the right. Press the Red button to turn the golfer in the chosen direction by a few degrees each time. Repeat as required to rotate the golfer's viewpoint.

DISTANCE TO PIN

At the top centre of the screen between the Golfer direction arrows is the "DISTANCE TO PIN" counter. This gives you the distance between your golfer and the pin in yards.

In the top right corner of the screen is the number of strokes (shots) that this golfer has played on this hole.

SWAP PLAYER (Match Play Only)

When playing in a team Match Play competition an extra icon appears in the top-right hand corner of the screen. It is displayed as two rotating arrows and allows you to swap which one of your players is to take the next shot. When pressed, the other player in your team will appear ready to take the shot.

BALL SPIN (At the bottom right of the screen)

The ball spin option is comprised of two icons. The top icon selects back or top spin. This determines how far the ball will roll when it lands; top spin causes the ball to roll further and back spin reduces distance. This is displayed as a horizontal bar. Over the bar is marker which looks like a golf ball in the centre of cross-hairs. Move the marker left for back spin or right for top spin. Leaving the marker in the centre will result in a standard shot being taken.

DRAW AND FADE (At the bottom right of the screen)

Below this is the stance selector. Press the Red button on the left arrow to move your left foot back. Press the Red button again to move back further. This "OPENS" your stance and makes the ball curve to the RIGHT when hit, creating what is called a FADE.

Press the Red button on the right arrow to moves your right foot back and "CLOSE" your stance. This causes the ball to curve to the left and is called a DRAW.

DRAW and FADE allow the player to curve the ball around obstacles such as foliage and trees which may obstruct the view of the hole.

SHOT DIRECTION

In the centre of the screen is the direction icon. This is displayed as a small cross-hair and indicates the direction of the ball if a perfect shot is played. The direction is chosen by placing your pointer anywhere on the game screen (other than on the icons). The cross-hair will then be placed in the position which will be the direction you will be attempting to place your shot.

CLUB SELECTION (A pull out menu)

To the left of the screen is the Club Selection panel. This is used to select which club to take for the next shot. Move the pointer to this side of the screen and it will appear. Press the Red button on a club to select it for play (any club that is displayed in a stippled graphic has not been selected on the title screens and is not included in your bag).

INFORMATION PANEL (A pull out menu)

To the right of the screen is the information panel. Move the pointer to this side of the screen and it will appear automatically. This advises you on :-

BALL LIE

At the top of the panel is the "BALL LIE" indicator. This icon is very important as it displays the terrain on which your ball is currently positioned (rough, fairway, sand, etc). This is very important because where the ball is positioned affects the choice of club to be used. For example a low iron is needed in very rough terrain eg long grass or rough; a sand wedge is needed for bunker play.



Ball on Tee.



Ball in light rough. Use iron.



Ball on Fairway.



Ball in deep rough. Use low iron or wedge.

WIND

Just below the ball lie indicator is the wind indicator. An arrow shows the direction of the wind and the size of the arrow indicates how strong it is, the larger the arrow, the stronger the wind.

NOTE - this only indicates the wind direction/strength overall. To see how to view the wind status over effects different parts of the entire hole see below, under 'Course Map'.

COURSE MAP

Below this is the course map. This shows an overhead view of each hole. Below the map, the length of the hole is given plus the par of the hole.

NOTE :- you always face the pin after your first shot. press the Red button on the map to show the localised wind. This is important because there may be small gusts blowing even if there is no predominant wind.

PLAYING A SHOT

Select the club you wish to use then make any modifications to the ball spin or draw and fade. Aim the shot by moving the crosshair in the required direction. To execute, move the pointer to the golfer's feet until it changes into a curved arrow. Press the action button to initiate the swing. Once this is done, the SWING ICON appears in the bottom-left corner of the screen. This is a thin horizontal bar split into various sections. Towards the right of the bar is the PERFECT zone. From



here a white line extends leftwards across the bar. The most important section of the bar is the red SHOT POWER zone. Press the button when the white line is in this section to set the required power. The left end of the zone provides greater power.

Once the power is set, the white line reverses direction and heads back towards the PERFECT zone.

Several options are now available. Pressing the button when the white line crosses the perfect zone will result in a perfectly straight shot (provided there is no cross-wind). Pressing the button in the blue section between the SHOT POWER and PERFECT zones will result in a HOOK. This causes the ball to fly left of the intended target. The closer you are to the PERFECT zone, the less the ball is hooked. Pressing the button in the blue area to the right of the PERFECT zone (between the zone and the end of the bar) will SLICE the ball. This causes the ball to fly right of the intended target. The closer you are to the PERFECT zone, the less the ball is sliced.

The last option available is the WRIST SNAP. This is a technique for adding approximately 10% extra power to a shot. To execute a WRIST SNAP, start a shot as normal but let the white line reach the left edge of the SWING ICON (a small brown section). The wrist snap is automatically performed. Unfortunately, hitting the PERFECT zone is now more difficult as the white line travels at twice its original speed. The WRIST SNAP is only recommended for the experienced golfer.

PUTTING.

When using the putter the "Power" icon and "Swing" icon are replaced by a single icon representing the strength of the putt. Move the pointer to the golfer's feet so it changes to a curved arrow and press the Red button. The power will start to increase. Press the Red button again to stop it and the putt will be attempted.

When on the green you are given the aid of a grid that helps to show the undulation of the green. Use the curvature of the green for accurate putting.

BUNKER PLAY

When in the bunker you need the following combinations of club/stance depending on the lie of the ball:



1. Ball Resting on Top of Sand. A normal stance is needed and a 6 iron or higher should be used.



2. Ball Partially Buried. An open stance should be used and the club to use is the Sand Wedge.



3. Plugged Ball. Close your stance, use top spin and the club to use is again, the Sand Wedge.

THE SCORE CARD

After each hole has been completed by all players the score card is displayed. This shows you how many shots taken to reach the hole played against how many it should have taken - par (displayed to the left of the player scores). At the bottom of the card is the total shots played and to the left is the total par for the course.

The card displays the current nine holes you are playing. To see the other nine holes press the Red button the rotating arrow symbol in the top-right hand corner of the score card.

BUMP N BURN CREDITS

Original Programming and Graphics by Pieter Opdam

Bump and Burn is dedicated to the loving memory of my Father, Andre Opdam. 1st December 1993.

Pieter

CD32 Version by: The Dome
Programming by David Rouse
New Graphics and Graphics Conversion by Robert Balderson
Game Design by Russell Kerrison, Pieter Opdam and the Grandslam Team
Character Design by Russell Kerrison
Sound Effects by Andy Soar
Computer Music by Andy Soar and R. Van Vliet
Original CD Music by Dave Purston of Iorian Music
Music Production by Richard Wells
Recorded and Mixed at Le Studio Ltd.
CD Voiceovers by Reflex Interactive
Voiceover Production by Tony Diller
Voiceover Direction by Patrick Kelly
Announcers Voice by Martin T. Sherman
Packaging and Manual by Styles Design
Project Management by Nick Court, The Dome
Technical Co-ordination by Jon Court, The Dome
Assistant Producers and Playtesting by Graham Oxford / Patrick Draggan, Grandslam
Produced by Paul Umbers / Steven B. Sargent, Grandslam

Many thanks to Multimedia Machine, Bolton, for their time and technical assistance in creating this product. Special thanks to everyone who helped playtest Bump N Burn during those long, long Autumn nights. May Chaos never darken your lives again!

"For those about to Bump N Burn - we salute you!" - The Grandslam Posse

NICK FALDO'S CHAMPIONSHIP GOLF CREDITS

Game Design by Grandslam and Images Software
Programming, Computer Visuals, and Audio by Images Software
CD32 Programming by Tony Mack
Additional Programming by Mike Archer
Original Amiga Programming by Andrew Perkins
Graphics by Alan Weaver, Andy Pang and Andy Oakley
Packaging and Manual by Stylus Design
Cover Illustration by Robin Jekaway
Produced by Paul Chamberlain, Grandslam
Executive Producer Stephen Hall
Special thanks to Nick Faldo, John Simpson and Julie White for this very special product.

LIMITED WARRANTY AND REPLACEMENT PARTS

Grandslam Interactive Limited warrants for a period of 90 days from the date of purchase that, under normal use, the media upon which this program is recorded will not be defective; that under normal use and without unauthorised modification, the program substantially conforms to the accompanying specifications; and that the user documentation is substantially complete and contains the information to use the program. If, during the 90 day period a demonstrable defect in the program or documentation should appear, you may return the product to us for repair or replacement at our option. Following the initial ninety day warranty period, defective media hardware will be replaced for a replacement fee which will be determined by what is defective. Defective products should be returned to: Grandslam Interactive Limited, Grandslam House, 3 Rathbone Square, 28 Tanfield Road, Croydon, Surrey, CR0 1AL.

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Epilepsy Warning

Please read the following section before using this product or allowing a child to use it.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching moving images such as television, video and certain computer products. This may happen even if the person affected has no medical history of epilepsy or has never had an epileptic seizure.

If you or anyone else using this product has ever had symptoms related to epilepsy such as seizures and loss of consciousness when exposed to flashing lights, consult your doctor before using this product.

We advise that an adult should monitor the use of computer products by children. If you or any other adult or child experience any of the following symptoms while using the product, immediately discontinue use and consult your doctor.

Dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion.

Precautions to take during use

- Do not sit too close to the screen. Sit a good distance away, as far as the length of cable will allow.
- Play the game on a small screen if possible.
- Avoid playing when tired or when suffering from lack of sleep.
- Make sure the room you are using the product in is well lit.
- Rest at least 10 to 15 minutes for every hour of use.

GRANDSLAM GAMER GOLD COLLECTION

WARRANTY AND REGISTRATION CARD

Please complete and return to Grandslam Interactive Limited, Grandslam House,
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Version Purchased _____

Name _____ Age _____

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Date of Purchase _____

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Did you buy this game for own use? _____ Gift? _____

Tick Here if you do not wish to receive information on future releases from Grandslam _____

PLEASE NOTE: Please return without delay to enter monthly prize draw and to register for technical support.

AMIGA CD³²

Commodore



Grandslam Gamer Gold Collection

